Wordblock

Written by **Creative Print Ideas**, NSW for the John Sands Sega
Personal Computer.
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Minimum System Sega SC3000, 16K RAM minimum required

The game is played by two players, or teams, on an 18 x 18
board with pieces marked with letters of the alphabet. The
object of the game is to use the letters to form words on the
board, while blocking your opponent's attempts to do so.
Points are awarded for making words. A player or team
wins when they reach a previously agreed upon **score**. Or
alternatively a **time limit** may be set and the player or team with
the most points when the time limit expires, wins.

Each player or team is given a color: one **orange** and the other
yellow. The orange player or team always moves first, then
each player moves in turn.

At the start of the game, each player or team is given **sixteen
letters**. To move, they must select one of these and place it on a
vacant square on the board. The letter is then automatically
replaced with another random letter.

When it is your move, study the board to see if a word of **three
or more** letters can be formed by adding one of your letters to
those already on the board. Or you may choose to place an
unwanted letter on a square which will block your opponent's
efforts to build a word.

If you make a word, you score according to the letters it
contains. Words can run across, diagonally or vertically in any
direction. However, they must be made of letters of the one
color.

Words may be formed which run through another word of the
same color. For example, if RAVEN is across the board you
could place an E above and below the V to form EVE. No score
is registered if a word is formed by adding a letter or letters to
the end of a word that had previously been scored. However, if
a letter is placed before a previously scored word to form a new
word, the new word is scored in full. For example, PAL can
become OPAL by adding the O. Words cannot be proper
nouns. For example, MARY, BALI

How to play WORDBLOCK

When you start the game, you are given the choice of playing
through the **keyboard** or with a **joystick**. If you are using a

joystick, plug it into the socket marked JOY-1.

To select a letter for your move, press its corresponding key if you are using the keyboard, or move the white box down to the letter you require with the joystick, then press the right trigger. When a letter is selected, it is placed in the centre of the board. Move it to the square you want using the **arrow** keys or the **joystick**. When you reach the correct position, press the **CR** key or the **left** joystick trigger.

When a player or team scores, press the HOME/CLR or INS/DEL keys. You are then asked which player has scored. Enter 1 if the orange player or team scored, or **2** for the yellow player or team. Then you are asked the word. Type it in, then press CR. The game will now reappear with the new score included.

The value of a word depends on the letters it contains. The points for each letter are as follows.

1 point – A,E,I,L,N,O,R,S,T,U.
2 points – D,G.
3 points – B,C,M,P.
4 points – F,H,V,W,Y.
5 points – K.
8 points – J,X.
10 points – Q,Z.

When the game is over, press the **BREAK** key to stop the program.

Other titles in the Mind Games series for the John Sands Sega SC3000 include Ice Cream Stall, Reverso and Blackjack.

TAPE LOADING INSTRUCTIONS

For John Sands Sega SC3000 Personal Computer

1. Connect the computer as shown on the user instruction card and insert the BASIC cartridge.
2. Connect a lead from the IN socket at the back of the computer to the OUT socket of your John Sands Sega Data Recorder, or the earphone socket of your cassette player.
3. Switch the computer on.
4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the OK key, the message LOADING START will appear on the screen

5. Insert the tape in your cassette player or Data Recorder. Press the play button on the cassette player, or load on the Data Recorder. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder into the computer.

6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.

7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin.

8. There are two copies of each program on the labelled side of the tape.

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